

UB Reanimator EW NA Recap

Eternal Weekend Legacy Main 2024 Tournament Report

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UB Reanimator

R1 Grixis Delver 2-0

I receive the pleasant surprise that I queued into Roland Chang as my R1 opponent. Had an excellent match, except when the cheerleading competition next door decided to blast some Aha! adjacent music.

Treated the matchup as if I was the control deck and took it slow. Shaved cheese, but not fully cut, to respect post board GY hate and knowing that the longer the game goes on, the more it's favored for me due to bangers like Barrowgoyf and Tamiyo collecting value. Exchanged interaction for other interaction, reduced the amount of cards that cause life loss.

OTD

-2 Entomb

-1 Atraxa, Grand Unifier

-1 Daze

-2 Force of Will

-2 Thoughtseize

-1 Reanimate

+2 Barrowgoyf

+2 Brazen Borrower

+2 Tamiyo

+2 Fatal Push

+1 Go for the Throat

R2 UB Reanimator 2-1

G1 my opponent mulled to 5 and was not able to beat my redundant reanimation on Atraxa as I kept 7. G2 I got rolled by a Reanimate Troll tempo line and it was a non-game. G3, though, I made a cheese decision that I don't support: I was OTP. I had Island and Swamp in play to my opponent's Scalding Tarn. It's turn 3 if I remember correctly due to Wastelanding one of their Underground Seas. I put a Frog on the stack and they fetch, to which I snap off a Surgical Extraction on their Underground Seas. I honestly only did it since it felt like there was some level of discomfort with their hand and I wanted to make it awkward to Daze the Frog. Surgical resolves, their hand is something like: Dismember, Daze, Animate Dead, Barrowgoyf, Barrowgoyf. No second land. So I grab all of the Seas and they had to make the decision between Sewers and get got by Daze, or Island and turn off most of their hand. They went with Island since they really couldn't get their back broken by a Daze on my end. In the end, it panned out well in my favor due to a Barrowgoyf connecting and finding a Borrower and them being stuck on 2 lands (they eventually found a polluted delta but it was very behind schedule). If I were to play this match again, I don't think I'd Surgical the Seas and I got very lucky that it stunted the development of his hand long enough to get got by mine.

I boarded the way I did since card quality feels important in this matchup, as getting a combo blown out or getting Thoughtseized on a mid-hand is so crappy. I know there's several ways to approach this MU, but this is my preferred method as it's the most secure. I think if I got the read that my opponent boarded out the Forces and were on Ghost Vacuum, I'd attempt keeping the combo in in G3 explicitly if I'm on the play in order to cheese their sideboarding and to hard leverage Daze.

OTD:

- 4 Entomb
- 1 Atraxa, Grand Unifier
- 1 Archon of Cruelty
- 2 Daze
- 2 Force of Will

- +2 Tamiyo
- +2 Barrowgoyf
- +2 Brazen Borrower
- +2 Surgical Extraction
- +1 Fatal Push
- +1 Go for the Throat

OTP:

- 4 Entomb
- 1 Atraxa, Grand Unifier
- 1 Archon of Cruelty
- 4 Force of Will

" "

R3 Eldrazi 1-2

G1 was pretty sloppy and I could not for the life of me draw into a way to bin a monster through any means. Pretty sure if I was able to it was a very simple game. G2 I found tempo on a Ghost Vacuum opener to bounce it with Brazen Borrower and to start abyssing them with cards from Atraxa and Frog. G3, though, I had a really interesting hand: Thoughtseize, Animate Dead, Brazen Borrower, Archon of Cruelty, Fetch, Sea, Daze. I think how this hand played out was really dependent on my draw step, and hoping my opponent didn't have exactly the following: Ghost Vacuum + Thought Knot Seer. They went Wastes + Vacuum - ouch. Pass to me, I draw a fetch (I think?) and run out the fetch. Their turn, they play Temple and pass. Which I think leaves us to a really interesting point: What do we do with this Thoughtseize on turn 2? Clearly they're on a Thought Knot Seer and it's probable that they are also gearing to have Kozilek's Command ramp a spawn + dig for something like Cavern of Souls. I drew an Entomb that turn, but I was worried about getting overloaded by answers. I didn't end up firing off the Thoughtseize and they Kommanded, then TKS'd me. The game pretty much ended there as they took Borrower.

The lesson I learned: Sometimes you just need to put on your big boy pants, and accept that if they have multiple points of interaction you'll have a bad time but just hanging out and hoping you don't lose is not a regularly winning line.

Also, this build was on Vexing Bauble and it mucked with my Forces pretty hard.

I boarded the way I did below since the matchup gets really scrappy and the cards that are, essentially, 1.5 cards in a card are what will get you across the finish line on average or stall for your bigger things to get there (Brazen Borrower, Metamorphosis Fanatic, Orcish Bowmasters, namely). I think this matchup is also an excellent reason to register Fanatic, as including it as a 1-2-of is directly proportional to an increased win rate against Eldrazi.

OTD:

-3 Daze

-2 Entomb

-1 Reanimate

-1 Thoughtseize

+2 Barrowgoyf

+2 Brazen Borrower
+2 Consign to Memory
+1 Go for the Throat

OTP:

-3 Daze
-2 Entomb
-1 Reanimate
-1 Fatal Push

+2 Barrowgoyf
+2 Brazen Borrower
+2 Consign to Memory
+1 Go for the Throat

R4 GaakVine 2-0

My opponent started the match with Underground Sea -> Cabal Therapy. I was vexed and asked "dawg, what are you cooking" while I was trying to rack my brain as to what style of deck would want this. I ripped a Thoughtseize as my draw step, and saw that it was indeed a gamer registering Careful Study, Vengevine, Bloodghast, etc. I had PTSD flashbacks from the days of playing against this as Shadow since it was just unpleasant with that style of a Daze/Wasteland deck. But it was trivial as I hid a seen Entomb with Brainstorm and ripped a Reanimate for Archon. Sweet. I had a feeling they were a Leyline deck, so I planned accordingly. They mulled to 5 looking for it and missed, and died to my curve out of Tamiyo, Frog, Reanimate Troll + remove 2 of their Frogs.

I boarded in a way that respected Leyline and for extended games that would be won with shitter beatdowns on their end. I accepted not running all of the Pushes since Frog was their only real Pushable threat and everything else is manageable. With your own stuff.

OTD:

-2 Entomb
-1 Archon of Cruelty
-3 Daze
-3 Thoughtseize

+2 Barrowgoyf
+2 Surgical Extraction
+2 Brazen Borrower
+2 Tamiyo
+1 Go for the Throat

R5 Cloudpost 2-1

Really chill opponent, had a great time playing against him. G1 I couldn't cobble anything meaningful together and I'm pretty sure I misplayed a stack interaction at some point. This was about a ~13 minute G1. G2, however, is a fucking slog. They put a Bauble in play. I, a highly intelligent individual, Entomb + Reanimate for Atraxa because I didn't want Swords to Plowshares to murk me with the hand I had and I wanted to resculpt to keep going. It resolves, as they only had a Cloudpost in play and decided to call them on ESG + Crop Rotation. On their turn, they jam Yavimaya and Crop Rotate for Karakas - Excellent. The game goes on, and on, and on as this Atraxa has to go through 4 triggers over the span of ~32 minutes while I'm trying to not die to shitter Sowing Mycospawn beatdowns in the interim. Fanatic saves this game as being bigger than the Mycospawns and buying back precious life total to keep chaining Reanimates. Jesus Christ, we get there. Fearing for my life in G3, I put on the Speed Boots and play fast af. The hand has redundant Reanimation with Entomb, Reanimate, Reanimate, Troll, Brainstorm, Ponder, Daze. My turn I rip the Force of Will. Thankfully, no Bauble from them. I force the Crop Rotation in response to Reanimate and put the Archon in play. It gets rinsed by a Swords, and the follow up Troll + Reanimate goes the distance as their Maze of Ith contingency plan gets Wastelanded.

Don't cut the damn Wastelands from the deck.

I boarded in a way where I could fill the dead air on hands that are slowly being assembled or being cobbled together. I'm pretty comfortable taking mulligans to 6 in this MU to find speed but I'm not going to overgreed it. Brazen Borrower is acceptable to check Ensnaring Bridge and if they're on Leyline of the Void.

OTP/OTD:

-3 Daze
-2 Fatal Push

+2 Consign to Memory
+2 Brazen Borrower
+1 Barrowgoyf

R6 5c Beans 2-0

This was against a local-ish grinder Adam Prusa (top 8ed Vintage last year). G1 was looking 95% over: Two of my Frogs got binding'd, there's a Beans in play, and in 3 draw steps I rip Atraxa, Archon and Metamorphosis Fanatic. A Ponder even gets Force of Negationed. However, the game is not ending and Adam had to blow a lot of premium interaction, such as a pitch cast Solitude and a Force of Will earlier to be in the game. At a very convenient turn, I rip a Brainstorm and bow howdy did that Brainstorm save the game. I resolved a Frog and passed the turn. In my upkeep, I flip the Fanatic that I brainstormed away and dumped an Atraxa in the bin. That earns a Force of Will. Go to my main 1 and Reanimate Fanatic, this resolves and Atraxa trigger. I hit another Reanimation effect and dump the Archon to then put it in play. This massive turn just rinsed them, and won the game on something like turn 9 after doing a lot of farting around/nothing. G2 they kept a secure hand on the premise of "Don't Entomb Reanimate me". I Thoughtseized them before doing so on turn 2, and he died a quick death.

I boarded in a way that would increase the range of 7s I'd keep and can hold the tension in a game for an extended period of time. I really like being able to have Tamiyo in this style of matchup as a way to keep going and to collect cards. Yes, you keep the option of being able to cheese them open because that rinses so many decks - but you also won't be able to do that a lot of the time and you'll want to smooth out your openers/draws so that you can play the game on curve, and overload their answers - particularly before a Beanstalk hits the field. Additionally, Adam revealed playing The One Ring which tipped me off to a previous Yorion Beans list running Mind Over Matter which affects my desire to run Fatal Push at all. I would also consider them having Carpet of Flowers and aggressively fetch the Swamp to reduce the effectiveness of it.

OTD:

-2 Fatal Push

-1 Daze

-2 Force of Will

-1 Troll of Khazad-Dum

+2 Borrower (Leyline Binding)

+2 Tamiyo

+2 Consign (Leyline Binding, Endurance, Solitude, The One Ring, etc)

R7 Nadu Breakfast 2-0

Bowmasters MVP. G1, Bowmasters literally kills them. My opponent is on the play and goes Misty -> Island -> Tamiyo. Ok, UB Tempo vibes. I follow up with a Ponder, and they jam a Saga into play. This clocks them as Breakfast for me and if it's something else then I've been had. Anyways, my opponent turbo flips Tamiyo and is playing towards ulting her. He's deflecting my stuff, and I'm getting pretty ranched. At some point in the game, I put Bowmasters in play. I also put a Fanatic into play just to get *something* going. I attack Tamiyo with Fanatic, and he blocks with a Nomads when Tamiyo is ready to ultimate. Ok. My last card in hand is Animate Dead. Pass to my opponent, see what's up.

"Ultimate Tamiyo" - the sweetest, warming phrase that I heard all tournament long. The mid-tournament cheese that I needed to sustain my mental. The gin to my tonic. "Triggers". Into sideboarding for G2.

G2 involved getting them stuck under their own mana, and blowing a lot of their interaction on an Entomb that got them to play into a really nasty Daze. Wasted their white source as their Saga popped, and left them with an Island in play as their only mana source. Ouch. Entomb resolved and I Reanimated an Archon for the concession.

I boarded in such a way that I could fill dead air between turns and keep the game's tension going with reasonable cardboard. I think about the games like this: Cephalid Breakfast loves it when you play draw go with them. They're going to find a Teferi and blank all of your removal as they combo. They're cool with collecting draw steps, and putting the onus on you to make them uncomfortable. This matchup is where cards like Orcish Bowmasters and Thoughtseize shine. Highly disruptive pieces that also punish them for trying to correct their hand or running out Nomads without protection. The clock is good enough, and letting them collect their Narcos and Dread Returns without being able to Brainstorm them back is big money. I like Tamiyo here as a cheap way to generate resources and to make passing the turn less awkward, as their desired draw/go play pattern becomes a lot worse when you're drawing 2 cards a turn. I kept in all of the Entombs to stretch their cantrips between their own combo pieces and their own answers to my threats.

Sideboard:

OTD:

- 1 Troll of Khazad-Dum
- 1 Metamorphosis Fanatic
- 2 Daze

- +2 Tamiyo
- +2 Push

OTP:

- 1 Troll of Khazad-Dum
- 1 Metamorphosis Fanatic

-2 Force of Will

-1 Daze

+2 Tamiyo

+2 Push

+1 Barrowgoyf

R8 Nadu Breakfast 2-1

Bowmasters yet again MVP for just being pressure and aforementioned reasons. G1 I mulled to 5 and couldn't cobble anything together. G2 I had decided to keep a 1-lander Fetch with Thoughtseize, Thoughtseize, Entomb, Entomb, Reanimate, and some other card. My cheeks were clenched as I proceeded to not rip a land for like, 3 turns in a row as I'm trying to thread the needle on getting an Entomb resolve at some point without dying to them. I very skillfully was able to resolve Entomb + Reanimate after a TS check 2 turns prior and put Atraxa on the field to save the game - drawing me beloved interaction, colored source and blah blah blah. G3 was a very, very tense game the entire time. We both were really on edge after the previous game and it felt like the personification of the card Powerbalance - one person matching the other person's threats with the exact answer. There was a Thoughtseize that saw FoN, FoW, S2P, Land. I took the FoW and had to wait a turn to combo - banking on them not drawing a blue card. They did not, and I was able to resolve an Archon that sniped a Nadu and proceeded to win me the game. Really narrow margins and incredibly close.

R9 Painter/Moon Hybrid 0-2

To preface, my opponent was incredibly friendly and kind, and great to interact with. By this point though, I'm very tired and I definitely announced casting spells and presented a different one twice in the match. My brain wasn't having it. But this match kinda full sent me and I needed to take a breather.

I'm on the play. Island-fetch pass. They go Mountain -> Vexing Bauble. I could have Force of Will'd it, but something in my mind said that this was likely Moon Stompy (for no good reason - just what my gut said) and to let it resolve while I had a Frog in hand. Importantly, I also have Troll + Reanimate. So cycle the troll, go to my turn, drop the Frog since Frog >> Troll against Moon Stompy. They play Arena of Glory (fuck) and Pyroblast my Frog (double fuck) and I'm pretty sure it's just an auto loss after that. I draw a 2nd Force of Will, and Brainstorm into the other 2. The full set against the Vexing Bauble start. God, dude. So now I have a Troll. I try

and prod them to a number divisible by 6 with Bowmasters. I get them to 5, but on their final turn they haste in a Fury and kill me - 1/2 turn of tempo behind, which would have been fine if I reanimated Troll.

G2. Boarding for Painter (cut the Forces and the Dazes, etc.). Turn 2: The One Ring is cast. What. The. Fuck. I did not board in Consigns or Null Rods and I get absolutely ranched out the gate as they Macabre my Archon that I tried to Reanimate. I felt like I got absolutely cheesed out of that match and after having such a good mid-tournament run, it just felt really shit to get got like that - because I had not been paying attention to the Welderless Painter deck that Kanican has been cooking.

Sigh.

I board against Painter in such a way that I like having consistency - like the other fair MUs. I like having consistent pressure and not putting all of my eggs in a singular basket - since Painter is really good at answering singular threats. I like scrappy cards like Borrower and Barrowgoyf here quite a lot. I do not like Null Rod since the amount of removal that you board in and good gameplay should let you side step their combo, and you should aim to beat their midrange gameplan.

Sideboarding:

OTP:

-4 Force of Will

-3 Daze

+2 Barrowgoyf

+2 Fatal Push

+2 Brazen Borrower

+1 Surgical Extraction

I would have changed this if I was aware of the presence of The One Ring in their deck.

R10 UW_r Standstill 2-1

G1 I mulled to 5 looking for an aggressive start, kept a 1-lander and got Wasted off of it. They played out the game and revealed Jace the Mindsculptor and Timeless Dragon - suggesting Standstill. G2 was a really, really lengthy game about collecting cards and putting threats into play over and over again. I cracked 2 of their Standstills and still won - which felt excellent. I played the 2nd Standstill really poorly - I moved to discard like

twice before cracking it, effectively dropping 5 cards. Thankfully, it was fine since Bowmasters is great at checking these things. G3 felt like really strong midrange gameplay that ended up abyssing them. Tamiyo really, really popped off in both sideboard games for collecting a *lot* of cards.

I boarded against UW Standstill in such a way that I could remain flexible and consistent. I actually like Brazen Borrower against Jeskai decks as a flash threat that's annoying enough to make them care about it with something like a REB or Swords to Plowshares - also notable for cleanly dispatching an Eternalized Timeless Dragon. This is a premier Tamiyo matchup for perpetually collecting cards and always having something to do with your mana when you're looking for something to do. The PW half is great at buying back Thoughtseizes and Forces. I will plus to ultimate if I feel as if I'm already ahead.

Sideboarding:

- 2 Fatal Push
- 2 Force of Will
- 1 Daze
- 1 Metamorphosis Fanatic

- +2 Tamiyo
- +2 Brazen Borrower
- +2 Barrowgoyf

R11 Bant Nadu 0-2

Well, it's the end of the tournament - and I finally get the atrocious matchup, against no other than David Long. Which, by the way he's really damn nice and an absolute pleasure to play against. G1 was really, really scrappy. We were both cantripping and interacting, and it amounted to a 22 minute long game of slog and waiting for shit to do. I absolutely punted this game and it sucks: I reanimated an Atraxa over a Metamorphosis Fanatic because I completely forgot it was in my bin. If it was in play, it would have bought like ~8 points of life and I would have been able to start looping Atraxa as they would keep bouncing her with Karakas. But alas, I did not do that and I lost. G2, I had kept a really greedy Island/Wasteland hand that had Tamiyo - and I proceeded to draw only black cards. I just hate mulliganing in the post board games because it feels so awful everytime I do.

I approach boarding with the mindset of "I am not Plan A'ing combo, but if I oops into it then cool and rad and sweet". I am so tired of making the combo my only plan, as it has bitten me in the ass multiple times. The "still have combo but are not solely reliant on it" is something that I have been jiving with and have enjoyed the most.

Sideboarding:

-2 Entomb

-1 Troll

-1 Animate Dead

-2 Force of Will

-1 Daze

+2 Tamiyo

+2 Fatal Push

+1 Surgical

+2 Barrowgoyf

Summary

So basically what I learned during eternal weekend:

1. When in doubt, pull up your big boy pants and slam. Playing scared of multiple pieces of interaction and playing to not lose will actually help you lose the game. Just go for it if it's sensical and don't overthink it.
2. Remember that the strength of this deck is its flexibility. The Reanimator part of it is clearly incredibly strong, but the tempo part of it is also very good. If you want to play a turbo Reanimator list in every game, I would recommend putting Lotus Petals and Dark Rituals into your deck.
3. Metamorphosis Fanatic is actually very good against Karakas decks. If they want to keep bouncing your Atraxa, Fanatic her back into play and keep Reanimating her. Get a few triggers, thanks for the treats oppo. Then Wasteland the shit out of that land.
4. Wasteland was banger all weekend. Stop playing 0.
5. Orcish Bowmasters was also banger.
6. Don't punt your \$1200 match.